

# **IntelliTools Extreme! – CTG 2007**

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### **Classroom Suite 3 Activities:**

#### **Auto Comprehension Quiz**

Ratchet up the learning that is taking place in your activities by adding a quiz along the way. Even better, set the page action to automatically run the quiz when the student turns to that page! In this sample story activity I added a simple comprehension IntelliQuiz asking the student a question about the previous page. I then hid the button that would start the quiz and set the page action to “Select” that button. When the student turns to the page, the quiz automatically starts. On the initial Question tab in the IntelliQuiz I set the options *Stop Quiz after all questions are asked* and also *Require a correct answer before going on to the next question*. This ensured that the student needed to answer all questions correctly before the quiz stopped.

#### **Count Fish Toolbar & Find Me**

These activities allow you to use the Special Attributes option of a button or picture as a correct answer in a quiz. By using the Special Attribute you can have multiple correct answers on a page for the student to choose from. In the case of the counting activity with the fish I have multiple pictures for the answer 3 for example. One button shows 3 crabs, another 3 different fish, etc. and each is a correct answer. All of the buttons reside in one big toolbar which makes it easy for a teacher to move the buttons around as they will automatically re-shift the other buttons to keep the rows in alignment.

#### **Word Problems**

By placing a Text Box on a page with a word problem, un-checking the Respond to Mouse Clicks, I was able to place Page Buttons over the numbers in a word problem. Un-checking Respond to Mouse Clicks allows the page button to remain on top of the text box. The action of these buttons is to select a text box and insert the number in it. This allows the student to click on the numbers found in the word problem, have them entered into the text box where they would be typing the equation for the problem, and then solve the equation.

#### **Bingo! & Tri-Bingo**

Switch Accessible Bingo game. Easy to add images to cards which can be printed. To create the activity I used IntelliMathics. This allowed me to place Sorting Bins side by side to create the “card.” Since each Sorting Bin on the page can be scanned, and the scanning order set under Set Scanning Order, a bingo chip can be inserted onto the page, and then scan to each Sorting Bin, allowing the student using a switch to move the chip to the desired Sorting Bin. Since an IntelliMathics document can copy the page image to the background - Copy from Page - (as well as erase the page background) you can simply place into each Sorting Bin, a number, letter or image, copy it to the background and then clear the images from the page – which leaves the background image intact for the student to place their chip over. To create a new “bingo card” simple delete the background image (Control – Click on the background and choose Clear,) then place new

images, numbers, etc from the picture library into each Sorting Bin and “Copy from Page” again!

### **Labeling Activity**

A quick and easy way to create a labeling activity for students with the ability for them to check their work, and also use for student reporting. Start with a New IntelliPics Studio document, add a background image to be labeled, and then add a locked text box next to each item to be labeled. (you could toggle to Draw Mode to add lines connecting the text box to the item) By Control – Clicking on a text box you then choose the Answer tab and set the correct answer. You don’t need to insert an answer field into the textbox if you are not going to be adding any supporting text, or question in the text box. Assigning this activity to a student the program will automatically track the correct answer and student response for every textbox.

### **Numerals Quantity**

To create an activity allowing students to place any number of items into a counting box, and then place the number they think corresponds to the number of items, I needed to come up with a solution for a Counting Box to be able to count the number of items in the Counting Box, plus the image of the number itself, which the counting box would also count as an item and have only one unique correct answer. The solution was to set the numeric value of each item a 1, and the numeric value for the graphic of the number as a decimal. The image of the number 1 had a numeric value of .1, the image of the number 2 had a numeric value of .2, etc. This way I could set all possible correct answers for the counting box to 1.1,2.2,3.3,4.4,etc – since there could for example only be 1 possible 1.1 answer – one item in the counting box, plus the image of the number 1, which the counting box would add up to be 1.1.

### **Make Your Own Coloring Book**

Many websites have free black and white line art drawings to create coloring book pages for students. The Crayola website <http://www.coloringpages.us/> and the PBS Kids website <http://pbskids.org/coloring/> has free images to use. By placing them into buttons in a toolbar students can stamp these picture, or allow students to create their own, into a Paint document to create coloring pages.

### **Single Switch Music**

Many music programs for the computer allow for the use of keyboard keys to play the notes. For example the QWERTY row of keys on the computer keyboard would act just like the clicking on the piano keys on an onscreen piano. I used Overlay Maker 3 to program either a switch port on the IntelliKeys keyboard, or an IntelliSwitch to play more than one note at a time. A sample setting might look like Q,Q,T,T,Y,Y,T – the first 7 notes in Twinkle Twinkle Little Star. In order for the switch to convey the sequence of notes correctly – as individual notes – I added an ESC (Escape) command after each letter. This allowed the switch to send the letter Q, then stop playing that note (the esc command) then send the letter Q again, etc. The switch port setting actually looks like this: Q, Esc, Q, ESC, T, Esc, T, Esc, .....by using levels in Overlay Maker the last

command in the string would be Go to Level >>> (the next level on the overlay) which would then have new switch settings for the next stanza.

### **Talking Journal Entries**

To create a simple journal activity allowing a student to narrate, instead of typing, I created 5 pages (each a duplicate of the first page) in the activity. Clicking on the Record Monday button goes to page 1 and launches the Record Sound dialog. If the student clicks on Record Wed, the button action is go to page 3 and then launch the Record Sound dialog. The playback buttons use the same strategy. Clicking on Play Tues would go to page 2, and then playback the recorded page sound. Since each page can only have 1 page sound, there needed to be a separate page in the activity for each day. However, since they are all a duplicate of the first, the student would never notice that choosing the buttons actually is taking them to another page to record or play back.

### **What Number is the Word**

By creating a graphic of a word for each number, and then setting the Numeric Value attribute to correspond to that particular number, I was able to create an activity allowing students to move words one, two, three, etc. into a Counting Box, and the Counting Box would “add” their numeric values up. This allows for students to also be able to also mix and match numbers and words in the Counting Box to better understand the relation of the word one with the number 1, etc.

### **Word from Syllables**

I started this activity by creating buttons in a toolbar – each one containing syllables such as mis, un, form, in, etc. Each button has an action Select Object “Textbox”, Insert Picture or Name, Type Backspace (which deletes the space after the last letter allowing more syllables to be added to it), Type Tab (which forces the program to read everything in the textbox at that point) Next I created a textbox on screen, Control – Clicked on it, chose the Answers tab, and then set all possible combinations of words the student could create with the syllables provided in the toolbar. A check work button lets the student know if they have created a word.

## **Classroom Suite 4 Activities – New Frontiers!**

### **Toolbar Creator**

This activity allows a user to choose (from 1-10) how many buttons they would like in a toolbar. Fields are created allowing the user to type in the first word, hit the tab key to go to the next field and type in the next word they would like in their toolbar. Clicking OK automatically creates the toolbar. A move button jumps to Editing Toolbars and Buttons Mode allowing the user to change the placement of the toolbar on screen. A toolbar containing 10 words can be created in under 30 seconds.

### **Toolbar Creator with Attributes**

Same as The Toolbar Creator except this version allows teachers to also add a Special Attribute to each word before the toolbar is created.

### **Creating Text Manipulatives**

Suite 4 has the capability of creating a new graphic item called a “Text Manipulative,” in a sense a graphic of a word or number that can be resized. The sample activity demonstrated utilizes this ability and allows a teacher to quickly create text manipulatives for up to 8 words, letters, or numbers at one time. Choosing the Create Manipulatives button again allows you to create up to 8 more manipulatives. Each manipulative can now be used with regions, sorting bins, counting boxes, arrays, etc.

### **Built in Calculator**

New functions in Suite 4 made this built in calculator possible – and a special thanks to IntelliTools programmer Ed Murphy for the initial creation of it! Since each of the buttons in the calculator are page buttons, they can be un-locked, re-arranged, resized, color-coded. Buttons that you don’t want can even be eliminated. Choosing the equals key performs a “calculate” action of what is in the text box where the equations are entered, and the answer is inserted in the text box right next to it. It also has the ability to calculate expressions such as:  $1 + (2 * 5) / 7 - (4 + 5) =$ .

### **Word Problems Suite 4**

New features in Classroom Suite 4 allow a Design Layer to be set for Page Buttons. This means that you can place Page Buttons over text in a text box. With Read Only option set for the text box, the text can be read aloud, and when it is finished reading the Page Button will remain above the text. If the student clicks on these buttons the action is to select the text box where the student would type the equation to solve the problem and insert the number in it. This allows the student to click on the numbers found in the word problem, have them entered into the equation box, and then clicking the equals key would solve the equation. Clicking Check Work will tell them if their initial equation was correct.

With all the new possibilities and solutions with Classroom Suite 4, for both you and your learners, there are so many directions to go in creating new activities. This is only a taste of what is to come!!